

ATPM

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*About This Particular Macintosh™ 2.06: About the **personal** computing experience™*

Volume 2, Number 6
June 23, 1996

Send requests for FREE subscriptions to:
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"MacOS 8"

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Thanks for reading *ATPM*.

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Welcome

We Deny All Rumors....

Here at ATPM headquarters we thought it was appropriate to report on a nasty, pernicious rumor that our founder and leader, RD Novo, had been locked in our reviews editor's basement and forced to watch endless reruns of Bill Gate's family home movies on one of those Gateway big screen deals until he gave up day-to-day control of our e-zine.

We flatly deny this rumor. Although no one had heard from RD Novo for a few weeks, except the reviews editor and his staff, and although friends and family who have seen him lately are concerned that he appears shaken and keeps muttering about bad backlighting for someone's Hawaiian vacation videos, we are happy to report that the rumor is not true — there is no ATPM Magna Carta.

Now that this rumor has been put aside, there are some unrelated and coincidental happenings at ATPM we would like to tell you about. They are all covered in what's called the ATPM Freedom Act of 1996 that starts out "When in the course of Internet events..." however, we won't bore you with the details. As of this issue, our esteemed founder has chosen to freely and willingly relinquish day-to-day editorial responsibility of our e-zine in order to focus his continuing efforts as writer, publisher, and ATPM ambassador to the world — hopefully selling some of our really cool Only Boy T-shirts while he's out there.

Assuming the day-to-day editorial responsibilities is our reviews editor Michael Tsai (we often wonder how those nasty rumors get started). With this issue Michael's new column called "The Personal Computing Paradigm" will have its premiere. Why are we allowing this? Because we think Michael has something good to say every month. Besides, he's now the editor and we all want to stay on his better side.

Assisting Michael is our new managing editor Robert Paul Leitao. We're fond of Rob but he has a problem. He's a chronic writer. To avoid ATPM becoming an electronic version of War and Peace, we asked him to assume this new post and to hopefully be cured. Every time he volunteers to write more than he's asked, we will threaten him with more names for the ATPM subscription list. We know this may sound harsh or brazen, and we don't

recommend you try this therapy with loved ones at home, but we are desperate for a cure.

Keyword: Goodbye

One more note: Mark Starlin, author of the regular Keyword article, and occasional ATPM cover artist is leaving us to devote more time to his own e-zine.

When we first found Mark, he had just arrived from a remote south seas island that didn't have computers, let alone a Macintosh. In the time he's been with us he has been assimilated into society, found gainful employment, started a family, a thriving part-time graphics design business, and his own e-zine: [Mac Software Review](#). If you think we're exaggerating about what ATPM has done for him, check out his publication on America Online, or one of the Info-Mac mirrors.

We contacted the Grand Pooh Bah of Mark's former home to find a replacement. (We think there's something special in the water.) Unfortunately we were informed that there are only 29 people on the island, and only one is allowed out per year in order to maintain human and ecological balance. So we need to draw from all of you, our readers. Don't worry if you have more Macintosh experience than Mark did when we found him, we won't hold that against you.

Contributions and Editorial Positions

In closing, we'd like to say that ATPM was started to be a dynamic, ever-changing chronicle of the personal Macintosh experience. We're delighted with our current changes. We invite all of you to read our e-zine, write an article if you'd like, or simply stop-by, pass-through, and come back again and again. There are however, a few things we hope never change: the freshness of our work, the fun for our readers and the opportunity for the millions of Macintosh users to share a bit about themselves and their favorite computer. That said, we are continuously looking for readers interested in contributing cover art and articles.

We are also looking for people to fill two editorial positions. The Cover Story Editor will brainstorm, write, and edit our monthly feature article. In addition, the Shareware Reviews Editor will write and collect reviews of some of the latest Shareware offerings on the Internet. These positions entail significantly more work than writing and submitting articles, but are also considerably more rewarding. If you have an interest in either one of these positions, feel free to contact us for more information.

Please e-mail us at: ATPMEditor@aol.com.

On behalf of Danny, Michael, Rob, Mike, Nancy and Adam, we'd like to thank you for making ATPM what is today. And to Mark: Best wishes. Please feel free to come home and visit from time-to-time.





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We'd love to hear your thoughts about our publication. We always welcome your comments, criticisms, suggestions, and praise at ATPMEditor@aol.com.



FEATURE

Musical Operating Systems

BY RD Novo, RDNovo@aol.com

In the beginning, there was MS-DOS, and it was klunky. (Still is.) Then Steve and company took a trip to Xerox's Palo Alto Research Center (PARC) and saw something wonderful. They came home and turned it into the Macintosh.

How many of us remember that first Mac operating System? I barely do. When Macs first reached my high school, I was still firmly entrenched in the Apple II culture, still drooling over the newly delivered Apple IIGS. Who wanted to use a silly black and white machine, when you could have color? AutoDuel! Print Shop! Wizardry! AppleWorks GS!

That silly black and white machine has matured somewhat since then. It's turned into a huge success (yes, I said success) pulling in over \$10 billion a year, spawning a significant imitator, and a new user experience. We should always remember however, that it is the software that makes it great, not the machines. Anybody (well, anybody with a license) can build a Macintosh computer. But only one company puts out the Mac operating system, the Mac OS.

A number of years ago (so many that my memory doesn't go back that far), Apple announced that they were working on System 8 and System 9 simultaneously. System 8, codenamed Copland, would introduce a lot of new technologies to Apple computers, and would be especially useful to PowerPC machines. System 9, codenamed Gershwin, was to be a complete revolution, a new operating system from the ground up, with new foundations ensuring its survival into the next century.

That was a long time ago.

Copland, now called Mac OS 8, has been delayed at least two years, and no fixed release date has been announced. In a memo to developers, Heidi Roizen, Apple's chief in charge of developer relations, said that the customer release was scheduled for mid-1997. Developer releases, once scheduled for September 1995, would begin this summer, a year late.

In the meantime, Apple has told us that an interim release, containing a number of the technologies already developed (OpenDoc, Cyberdog, etc.) would come out sometime this fall. Codenamed Harmony, it's clearly intended to smooth the ruffled feathers of Apple's not-quite-as-loyal-as-they-once-were customers. The final specs for Harmony have not been released, so I can't offer with any certainty what features will be included.

But there's a lot going on with Copland (I just can't seem to shake that codename) and

here's what I know.

BTW, if you want more, check out <<http://www.macos.apple.com>> on the web.

You can also read the MacUser cover story on Mac OS 8 at <http://www.zdnet.com/macuser/mu_0896/features/cover.html>.

A Fine Musician

Aaron Copland was a fine musician, and by all accounts his operating system will be a fine one, too. There are currently no plans to offer Copland for non-PowerPC machines, although a number of its components will be available. Most likely, Harmony will be the last full release for 680X0 computers.

What will Copland offer? Besides the neat interface enhancements we all know about from Greg Landweber's cool Aaron utility, I mean.

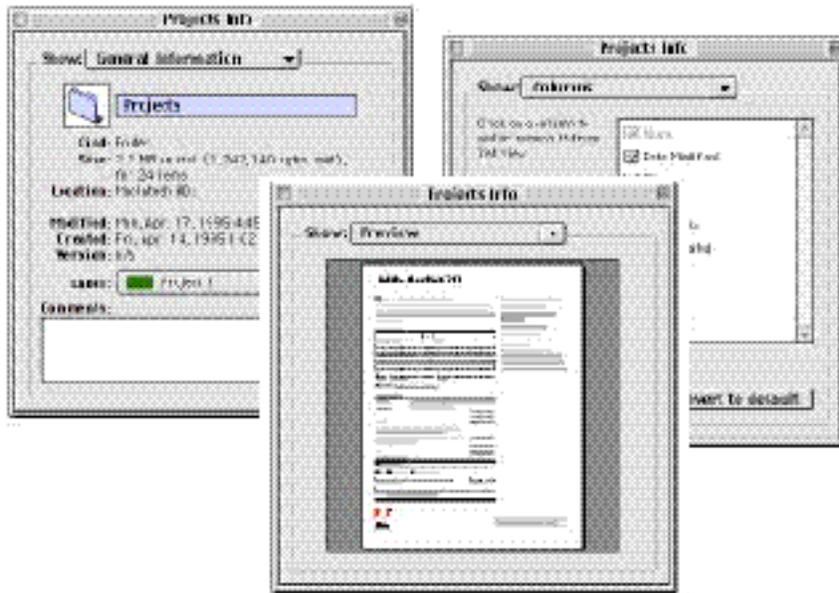
Lots of stuff. Here are just a few of the salient features you can pine for:

- It'll be completely PowerPC native, so those of you with PowerPC computers will benefit from added speed when running your native programs. The emulator (for running non Power Mac software) will also be faster, though reports have Connectix (the company responsible for RAM Doubler and SpeedDoubler) working on a killer emulator, supposedly much faster than Apple's.
- Much more stable. Copland begins to implement a protected memory structure. Under System 7, any software could affect any other software, including the System files. If one crashes, others are likely to crash, too. Under Copland, much of the critical material runs under Supervisor mode, while everything else, including applications, runs under User mode. User mode software cannot affect supervisor mode stuff. Gist of it is: we should crash a lot less often with Copland, and what crashes we do have should be less serious.
- A new finding engine to deal, as Apple puts it, "with a world of gigabyte sized hard drives." If you've used System 7.5's new finding tool, you know basically what it'll look like. But with this new version you'll be able to do another cool thing: save your findings. Say you do a search for all files with "ATPM" in them. A little while later, you get a window with a listing of all the files on your Mac (plus any attached drives, computers, etc.) that have anything to do with ATPM. You can save that window and open it again later. Better yet, any new documents you've created that have "ATPM" in them will have been added to the window when you open your saved search.

Essentially, this is a context sensitive folder window. You can have a collection of files grouped by whatever you choose, whatever you search for. Now one Documents folder makes sense. No more nesting folders twelve deep just to keep things organized. Just perform a search for all files containing "Dear" and "MN" and save that search. Every new cover letter you write for a job in Minneapolis will appear in the window when you open your search next time.

I'm excited for this feature.

- New Get Info box. The single coolest thing about this improvement (now that System 7.5.3 lets us save comments in Get Info boxes) is that you'll be able to preview documents. A window (see below) will open to let you see what the document looks like. And no thumbnails here, this is a pretty big picture.



- Apple has also swallowed a bit of crow and will provide us with Pop-up windows: windows that can be reduced to tabs at the bottom of the screen, much like Windows 95's taskbar. Hey, even if it's been done on Windows, it's still useful, right? That, plus automatically opening folders (hold the mouse over it and it opens, allowing you to drag an object several layers down into a folder nest) and sticky menus (another Windows-original) should make navigation easier in Copland.

Most of these capabilities are available from shareware or third party vendors now. In fact, I've got automatically opening folders, sticky menus, and a taskbar running on my Mac right now.

- Copland's help facilities will become more robust. When you're having a problem, you'll be able to hit a key and ask the computer what an item is, or how to use it do something. Balloon help will answer the "What?" question, and Apple Guide will tell you "How" to do something. Plus, every so often a tips window will come up, suggesting another way to do something, or offering advice on how to do something more efficiently. It'll watch how you work, and only offer useful suggestions, which you can ignore, of course.

- Remember that AT&T commercial where the woman comes into the room and is informed by her computer (and the eager, wagging dog icon on the screen) that all her bidding has been done, that so-and-so called, and that the basketball tickets are still not secured? Well, reality is one step closer to this.

Copland will allow you to set up your computer to automatically do several things. First, you can set an action to occur at a specific time, or after a particular event. For example, you can schedule a backup to occur right before shutting down. Or you can tell your computer to check your mail right after starting up, but only if this is the first time you've started your computer for the day, or if it's after five pm. You can also set your

computer to notify you when stuff happens, like when you get e-mail from your sweetie, or when the CNN Interactive web page is updated.

And finally, Copland will include Experts, a lot like Microsoft's Wizards. These are routines that will perform complicated tasks for you, like setting up your computer, or connecting to remote computers.

These aren't intelligent agents, especially as John Sculley imagined them eight years ago. But they're a step in that direction.

A Not So Fine Musician

So what's the other side of this story? What's going to break between now and Copland? A few critical things, although Apple has tried hard to offer System 7 compatibility with Copland.

Device drivers are dead. Those files you load from floppies to run your printers, scanners, joysticks, etc. All dead. You'll have to get replacements before you install OS 8, or none of those things will work.

INITs are pretty much dead. Control Panels, Extensions, you name it. If you use a little utility that patches the system, it's toast. Apple decided to kill these in order to make the system more stable, as INITs are the major contributing factor to system crashes.

Desk Accessories are dead. (Desk accessories?) Yes, that's right, those things we used to use under System 6. Today, most of what we have in the Apple Menu are actually applications, and that's fine. An occasional desk accessory still survives, however. Well, not in Copland.

All of this goes towards producing a simpler, stabler system, and it aims for Gershwin's next generation operating system. I'll be sorry to part with some of my favorites, like AutoClock and HoverBar, but maybe they'll be updated.

A Better Musician

Gershwin, the system-to-be-named-later, will come after the Mac OS 8 has been released for a while. Apple is not guaranteeing backwards compatibility with System 7 for this release. Gershwin is supposed to be the culmination of the first steps taken with Copland. We can hope, fervently, that it'll be out soon, after OS 8, hopefully in time to counteract Microsoft's sure Windows 2000 hype. (You can bet your eyeteeth there'll be a Windows 2000.)

And to the naysayers out there, you can be sure there'll be a Mac OS to stand up to Windows 2000. Sooner or later, Windows won't find a seat in this game of Musical Operating Systems, and Apple intends to be there to watch.



FEATURE

OS 8, I Can't Wait!

BY ROBERT PAUL LEITAO, RodeStar@aol.com

As you may have read in our opening letter, ATPM is growing and changing. This is due to you, our readers, who have made our e-zine both popular and fun. We hope that we will continue to earn your loyalty and support. As the new managing editor I'm excited by the growth of our e-zine and the recent changes at Apple Computer. Our cover story this month is about the future — OS 8 and the nearer-term release of the transitional operating system codenamed “Harmony.”

June also marks the beginning of summer and for many of us school graduation. For readers of my regular column “Apples, Kids & Attitude” I'm happy to report that Jessica has successfully completed her pre-school years and is preparing for the academic rigors of Kindergarten.

As we look to the future of personal computing, I thought about what was occurring at the time I took my first steps into the public school classroom. At that time, color televisions were just becoming affordable. Carl Yastrzemski was in his earlier seasons as the defender of Fenway's “Green Monster,” and the original Ford Mustang was being first introduced. It was also a time when if someone called on the phone and quickly followed his or her name with the words “calling long distance” it meant urgent, “stat,” find Mom or Dad immediately! A minute literally meant dollars.

I'm not recounting this for the purpose of simply disclosing my years, but to offer I hope, some perspective on the Macintosh as Apple Computer and the computer industry again go through historic changes. For those of you who are new to the Mac, there was a time several years ago when, for the most part, they did not come with color monitors or varying screen sizes. And, before System 7.x, there was System 6.x and before that and so on... As we await the release of System 8 (and many of us have been waiting a few years) I think it's important to be reminded that each new change in technology is adapted into our lives in ways we could not appreciate before its inception or release. We also quickly forget how life was before things changed.

Prior to TV remote controls we, as young children, would sit pensively at the point in each person's home that was deemed safe enough to avoid the much-rumored radiation spill from that major appliance, in order to be in prime position to run up and change the channel on the dial during commercials or between shows. This point was usually an arbitrary spot marked by a flower pot or other small, easily-moved household item. At my friend Gary's house, this spot could have been five feet or so away from the TV, and marked by the corner of the ottoman. At Shaun's house it may have been six feet away, marked by the location of the coffee table, and at my house four and one-half feet, marked

by masking tape on the den floor.

We were told that if we sat too close to the TV we'd either lose our hair, or the ability later in life to have children. Fortunately, I'm happy to report that while the spot in my house was apparently too close for me to avoid the hazards of the former, it has not impacted the latter.

Before cable, we had the roof antenna. The taller and more elaborate it was, the more status your home had in eyes of your childhood peers. Our antenna had an electric dial that would change the receiving position of the antenna. I still remember hearing my dad at 2:00 in the morning, in the midst of a storm, trying once again in vain to find the signal from the station 250 miles away that he had once received during a weather anomaly. Distant station findings were the suburban counterpart to vacation fish stories.

When the Macintosh was first introduced, it changed the personal computer market in ways we could not have thought possible just prior to that fateful day. More recently, the internet has significantly changed the way we communicate and experience the world.

OS 8 will undoubtedly change the way we work with our Macs, and the way we use the Internet or its successor. As we prepare for OS 8 and other software and hardware changes, take a moment and write in a diary just how you did things today. I think you'll be amazed a few years from now how much things have changed. What we impatiently think we're waiting for today may be far more than we imagine.

Carl Yastrzemeski has long retired but his legacy lives on in baseball's Hall of Fame. The original Ford Mustang? Well, we know the story. The computer company that started a revolution with a "mouse"? I'm eagerly awaiting the next chapter.

This is my diary for today — June, 1996, today I put a tape in a VCR to watch a movie on my TV. I went into the office, turned on my Macintosh 7500/100 to access the Internet using a modem. I picked up a cordless phone that used an analog signal to talk to a friend. There was a bulky computer magazine — printed on paper — delivered to my mailbox located just outside my front door. A delivery person dropped off computer software that I ordered yesterday, shipped via of an airplane, and contained on a 1.44 megabyte floppy disk.

OS 8? I can't wait!

Robert Paul Leitao is the Managing Editor of ATPM. He can be reached at RodeStar@aol.com.





Changes

Many of you have been reading this column for the year and a bit that I have been writing it. I have received nothing but praise, kind words, and happy encouragement from readers, both for my personal approach to Mac computing, and for the magazine, About This Particular Macintosh (ATPM), as a whole.

In publishing ATPM, I always tried to communicate to the editors, writers, and artists that this was a labor of love. They don't get paid, they don't get much feedback, and they don't get a ton of recognition. The people who work on ATPM do it for love of the subject. The Mac.

[Let me add here that lots of people don't understand this "I love my computer" thing. That's fine; this magazine is about showing people why we love our computers, why our lives are richer for having them, and what we can accomplish with them.]

I have also tried to communicate a sense of priorities to the volunteers who work on ATPM every month. You see, I love my computer, I can hardly imagine life without it, but I love other things more. I love my wife-to-be, Tiffany. I love my family. I love my friends. I love the future I imagine for myself, as an artsy, impressive, creative, fun-kind-of-guy.

I told my friends at ATPM that, if they ever needed to stop working, or if they needed another week, they should take it, because you've got to pay attention to what you love, lest you lose it. If that led to the magazine being a little late every month, or to certain articles missing the date for publication, that was all right. Now, I've decided to take my own advice.

With this issue, I'm giving over the reins to two of my closest friends at ATPM. Robert Paul Leitao you know from his regular column, appearing in this magazine. Michael Tsai will be a little less known to you, he's the Reviews Editor at ATPM, and has done an incredible job since joining the magazine just a few months ago. They will be jointly splitting the editorial and publishing duties here at About This Particular Macintosh.

This issue is their first, and I wish them the best of luck. I know that they have the will, and I hope I have provided a solid enough foundation for them to build on ATPM's initial success. I know they can always use volunteers, so if you're interested, please send them a note to ATPMEditor@aol.com.

Thanks.

...

As for me, I'll continue writing about my computer, my life, and my life with my computer. To start us off this month, I've got to tell you about Dogz. This is a program (that you can buy for about \$25, give or take) that I got to play with using a demonstration copy on last month's copy of the Inside Mac Games CD-ROM. Here's the gist: you adopt a Dogz, a computer animated dog-like creature, and it lives on your desktop. The Dogz is a separate application, but shows up even when it's running in the background. The animal walks around on the desktop, snuffles, barks, scratches, whatever. To actually adopt a Dogz from the demo, you have to call and give a credit card number in exchange for an unlocking code. And even then the program needs a PowerMac to run fluidly.

But here's the darndest thing... these Dogz are really cute.

I'm a dog owner at heart and soul, but allergies (both mine and Tiff's) prevent us from having a real one. I left the demo of Dogz running for about an hour, pathetically luxuriating in the virtual experience of dog ownership.

You can pet Dogz with the cursor (which turns into a hand), and they hum, close their eyes, and eventually roll over on their backs. You can pick unruly Dogz up by the scruff of the neck, and they whimper and look pathetic. You can play fetch with them, train them with a squirt bottle, play tug with them, and they even get bored and go to sleep if you ignore them.

I'm afraid if I go on any longer I'll find Dogz under the Christmas tree. And truth is, while cute as a button, and housebroken right out of the box, I'd rather have a real dog.

...

I have a good relationship with the folks at Ambrosia Software, and I don't want any of you to think my next comments are due to that relationship... so they aren't.

Ambrosia's latest shareware game, Escape Velocity, is really cool. And it's only \$20, which should shock everyone into paying the fee. I'd read about the game, so I knew it was going to be a little different than their usual, arcade revamps like Maelstrom (Asteroids), Apeiron (Centipede), Swoop (Space Invaders) and Barrack (Qix). But I wasn't prepared for this.

Escape Velocity is a full-fledged, full-blown, space commerce, war and piracy game, with ships, outfitting, trading, space combat, missions, a rebellion, and a rich plug-in interface for custom ships, accessories, and missions. It's a role-playing game, a conquest game, and an arcade game, all rolled into one.

And it's very well done.

I've been playing Escape Velocity for hours at a time, I'm sorry to admit. I consider it therapy now that I've given up editorial duties at ATPM. All that work time is now being spent playing this new, cool game.

It reminds me a little bit of Elite, back in the old Apple IIe days.

But it's better than I remember that game being.

During the month or so that the game has been released, three plug-in editors have been written, and about twenty plug-ins have arrived. Some of them are mediocre, yes, but some are well-thought out and complete. All in all, this game is worth the cost, and then some.

If Ambrosia ever decides to do a game for profit, and I dearly hope they don't, it'll be a great loss to the Mac community.

In fact, if I were running Apple, or at least a division of it, I'd suggest that Apple bundle Ambrosia's games with their computers, as soon as possible. After all they're shareware, and freely distributable. They're Mac-only, and they are undeniably cool. What better way to show new buyers what owning a Mac is all about? Cool games. Cool people. Cool computers.

I should suggest that to Ambrosia as a new tagline. "Ambrosia Software. Cool games. Cool computers." Hm.

...

That's it for this month. It's been a bit of a stressful time, what with all the changes in my life, this magazine being the biggest of them. Next month I'll have my experiences with System 7.5.3 Revision 2, my SyQuest woes, a little about some new software I've been trying out, and more.

Thanks for reading.

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The Truth is Out!

The truth has been revealed. I was kidding myself that I wouldn't be found out. But, alas, it was only a matter of time.

As an independent consultant with pre-school age children I have the luxury and responsibility of often working around their schedule. The couple of hours after Matthew and Jessica go to bed is "Daddy's work time" to finish the day's projects or to simply gather and collect my thoughts, surf the web, read my e-mail, and try to relax. More often than not, I don't have much work to finish at this hour but I like the discipline of setting aside that time if just for play. The need for Daddy to have play time, too, is not difficult to explain to pre-schoolers, but since their life revolves around play and learning from play, they know of no reason they shouldn't be allowed to join in. This is why it's called "Daddy's work time."

This particular night was to be no exception. After starting out in my room with a couple of pop-up books, a short story, one of Daddy's tall tales, and our evening prayers, it was time for them to go to bed. "OK," I said. "It's Daddy's work time, everybody to their own beds." "But Daddy," Jessica exclaimed, "we want to watch you work." They were already comfortable and sleepy so I thought why not, I simply advised them that they had to be extra quiet because, after all, it was "Daddy's work time."

For a little while, I sat and worked quietly at my desk. I finally had the time to review one of the "Read Me" documents that came with a new software application. By impulse, and just to have a little amusement, I pulled down the SimpleText sound menu and listened to the first few lines in the voice of "Bad News." This brought muffled giggles from underneath the comforter. For whatever reason I continued with the voice of "Bubbles," then "Good News," by the time I got to "Pipe Organ" the room was filled with laughter and no one was about to sleep. Just then Jessica exclaimed "Daddy, you're not working, you're playing." It was a good secret, while it lasted.

My kids do equate the Mac with having fun. Quite frankly, so do I. We mustn't forget what got us all here: ease-of-use, the opportunity for creative expression, and the ability to be productive — at any age and any time — from the moment we opened the box. And, let's not forget the millions of Mac users who love to share ideas and offer generous support to others.

...

The Macintosh was not designed to "compete" with other PCs; it was designed to set the

standards for personal computing. And, it has done its job very well. The Macintosh forced software developers and hardware manufacturers to work harder because we wanted to work better. They no longer had the excuse "No personal computer can do that," because people saw it being done on a Mac. We all know that if it wasn't for the Mac OS there would not be a Windows, and desktop publishing both for print, and for the web would not be where it is today. Just remember that America Online was first designed for the Mac, and that software such as Adobe Photoshop and a long list of other titles were first written for the Mac as well.

For a little over a year when the big hype for Windows '95 began, then quickly followed by Apple's short-term difficulties, the many advantages of the Mac OS have been overlooked or forgotten. Quite simply, in all the confusion and industry diversion we have allowed the "Wintel market" to set the agenda for debate and discussion.

Believe me, I like technology. But if you want to spend hours discussing processor speeds of CISC and RISC chips alone I'll get you the number of a techno-junkie support group. If you want to discuss how a new RISC processor coupled with a solid, easy-to-use operating system and the latest version of your favorite software is helping you with a cool multi-media project or helping you with that web site you're building in your spare time, come on over, let's have dinner. I'll introduce you to my kids. We'll all have some fun.

Apple's short-term problems may ultimately be a long-term blessing. At the opening of last month's World Wide Developer's Conference, Dr. Amelio stated that Apple will be structured to reduce its break-even point (i.e. the amount of revenue needed to cover costs) by implementing a more efficient and responsive corporate structure, and by reducing the number of different motherboard designs. Not by unnecessarily cutting R&D, not by reducing customer support, not by lopping off whole divisions or selling Claris, but by common sense, and clearly delineated areas of responsibility and accountability. Apple Computer will end up doing more and overspending less.

There will be big changes in the personal computer market. Companies will need R&D dollars in order to develop new products and to continue to compete effectively. This will require more than razor-thin margins. Pippin and other computing "appliances" that effectively meet a particular need such as Internet access and CD-ROM games will also make it more difficult for low-end manufacturers to sell cheap clones that do nothing in particular very well.

Apple has taken its hits to market share. It has written down its inventory and it has smartly moved to a more efficient product line. Other computer companies are now feeling more of the effects of the over saturation of the PC market during 1995 and the early part of 1996. Stagnant or slower-growth sales immediately reduce profits, especially if they expanded operations during that time.

PC manufacturers will need to adapt quickly to the changing market. For many, this change may be painful. The lesson from Apple's recent inventory problem is that people don't want what they perceive as old technology (i.e. 68k Macs). They would rather not buy, then buy what they perceive as outdated — we don't see many 486 Wintel boxes on display, either. When the industry changes occur, Apple will be uniquely positioned not only to gain market share for the operating system, but it also will be releasing new technologies developed from ample R&D budgets over the past few years that will once again serve as industry standards.

Apple, Motorola, and IBM will make good use of the 604e microprocessor and its successors. As Mac OS 8 (formerly Copland) is slowly released to developers and ultimately to the public, more top-notch software will be written by more companies for the Mac OS than at any time in Apple's history. I'm willing to wait...

...

In the meantime, at the Apples, Kids and Attitude household we've had a busy month. It began with the arrival of some cool children's software for Jessica's birthday. Among the titles was a game that was "guaranteed to keep children enthralled for hours." The problem is the little lady finished it — clicking on every tree, object and animal — in less than two. The next time through it was about thirty minutes. As I mentioned in my e-mail to Mike Shields, our ATPM Opinion Editor, I'm afraid that by the time she starts Kindergarten she'll be reading Run, Spot, Run in the morning and writing Macintosh game code in the afternoon. Maybe by the time she's ready for Orthodontia Apple will have a spot for a Junior Assistant Apple Fellow. I'll need the funds to keep her stocked with software.

As for Matthew, he's not so goal oriented. He lingers, laughs and clicks...repeatedly. I think at three and one-half years old he's happy something responds immediately to all his requests. By the end of the month we were all having fun with Cyberdog. I did the inputting, and they came up with the search topics. We were web surfing, sometimes even during "Daddy's work time." I've come to realize that it's not only pre-schoolers that can sometimes be a little selfish. Dads have selfish moments, too. Just because they're pre-schoolers doesn't mean they're the only ones in the house that have to learn how to share as they play.

"Apples, Kids and Attitude" is © 1996 by Robert Paul Leitao, rodestar@aol.com



The IIGS: Coolness Points?

Although I would now characterize myself as a die-hard Mac supporter, I was not always this way. I have always preferred Apple computers to PC's partially because I've had most of my experiences with them, but mostly because I have yet to find a PC that works the way I want it to. For some time however, I preferred the Apple IIGS to the Macintosh.

My first computing experience was with an Apple II Plus, which I used mainly for word processing, for dapping in BASIC, and for playing the occasional game. I liked the Apple II fine, but the first computer that I really liked was my Apple IIGS. It had a color monitor, a nice looking case, an excellent keyboard, a mouse, and Steve Wozniak's autograph on the front. It was also considerably better than the Macs that were around at the time. They didn't run Apple II software, had poor keyboards and mice, and had those monochrome 9-inch screens that we've come to regard as classics.

Don't get me wrong, the first Macs were revolutionary, in more ways than one. But, despite their elegance, there wasn't much they could do, that my trusty GS couldn't. The first Macs employed a closed hardware design. The IIGS had seven expansion slots, which could be used to make it even cooler than it was out of the box.

Though its creators might not have intended it to be so, the IIGS was essentially a transition machine. It ran Apple II software at about twice the speed of a IIe, and even allowed you to slow down the processor so that it could run IIe games at a normal speed. One of the coolest peripherals was the ThunderScan. This device replaced the ribbon in an ImageWriter II printer, and connected to the computer via an expansion card. It allowed the printer to scan documents by rolling in the paper, much the way Visioneer's PaperPort Vx does today.

There are still features that were better implemented on the IIGS, than on the Mac. As far as I know, the IIGS was the first personal computer to implement proportional scrolling, scrolling where the size of the scrollbar thumb is proportional to the amount of the window's content that is currently being viewed. This is one idea that Microsoft implemented which the Mac team didn't. It had a RAM disk, one that was bootable, and especially useful because of the limited capacity of double-sided, double-density 3.5" disks. It also had a control panel that could be accessed from within any application simply by pressing a key combination. The core control panels such as Keyboard, Mouse, and RAM Disk were held in ROM, so they were always available, and lightning quick. Setting the keyboard repeat rate or the RAM disk size is a task that I can still do faster on the GS, than on my PowerMac. And once you entered the ProDOS environment, the machine really flew.

Also, the GS displayed a progress bar when starting up GS OS that was better implemented

than the one introduced on the Mac with System 7.5. It accurately displayed boot time, regardless of how many extensions were present, and moved smoothly without lurching forward. The GS had better sound capabilities than all Macs prior to the Quadras, and could also output video to a TV or VCR out of the box.

Primarily, what amazed me about the IIGS was its ability to exist in two different worlds. On the one hand, it could run classic Apple II software like "Bank Street Writer" and "Where in the World is Carmen San Diego?" faster than any Apple II. Yet, simply by inserting a 3.5" disk, it could run cutting edge GS specific software such as "AppleWorks GS," "Deluxe Paint," and the action game "Thexder." When released, all of these offered performance superior to that of their Macintosh counterparts.

Looking at AppleWorks GS and ClarisWorks side by side, it's evident that modern business software still bears a striking resemblance to state of the art '80s technology. AppleWorks GS even offers many of the font and styling options that today's word processors have, and an Excel or FileMaker user would feel right at home in its spreadsheet and database modules. Furthermore, anyone using MacOS 7.x.x would be comfortable with the GS System 6 Finder, much more so than they would be with even the latest version of Windows. The two are remarkably similar from pull-down menus, to system extensions, to AppleTalk.

As a GS fanatic, I can remember how intrigued I was when Insider magazine ran a cover story comparing a souped up IIGS to a Mac LC. Like mine, the test GS had an lots of extra RAM and accelerator card installed, but it also had a 40MB hard disk. The two machines ran at virtually the same speed for modern Finder based software, but the GS ran old IIe software about 5 times faster than the LC with its emulator card. By comparison, PowerMacs can now software emulate IIe software quite a few times faster than the GS with accelerator.

Of course, the GS was quickly outpaced by the color Macs, and it is sluggish by today's standards. But it remained useful for several years after I got a Mac. Because it always had a quick boot time, I could load up BankStreet Writer to type a quick letter, and have it printed by the time the Mac was booted, and MacWrite was open.

Reading about the new Network Computer paradigm brings back memories of what I used to use the GS for. While I was doing real work on the Mac, I could use the modem-equipped GS for other purposes. It made a great AOL and BBS terminal, and I didn't mind downloading files at 1200bps with the GS acting as a dedicated machine. Since it had AppleTalk capabilities, it was simply a matter of drag and drop to copy the files onto the neighboring Mac.

Because I love my IIGS, I can't help regretting that it isn't very useful anymore. Apple and AOL both discontinued support for the GS some time ago. Somehow though, I remain attached to it's nature. Perhaps it's because of the friendly IIGS Basics application that taught me how to use the mouse by swatting flies and dragging together pieces of a car, or perhaps it's the fact that it only crashed 5 times in almost 11 years. As recently as a year ago, I used it to reformat unsolicited 800K AOL disks with a speedy disk duplication program called Photonix, but even that use is out-dated because AOL ships on high-density disks now. About the only thing I use it for now is playing RISK. This is one thing that it still does better than any Macintosh I've seen.

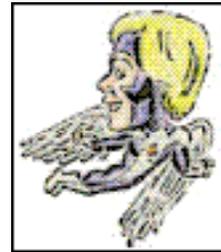
Just for fun, I ran my IIGS through the Coolness Test that was published in the April issue.

It received a score of 13. That's really pretty impressive for nearly 11 year-old technology, and better than most Macs of its era. It remains more useful than the early compact Macs for many tasks, and is a testament to the kind of reliable, flawless design that Apple was once committed to. A whole slew of programs that were originally written for the GS are now available for the Mac, so in one sense its legacy lives on. I only wish some of the little details had been transferred to the Macintosh product line, such as the scroll bars, and the inherent sense of coolness.

"The Personal Computing Paradigm" is ©1996 by Michael Tsai, mjt@sover.net.



ABOUT THIS PARTICULAR OPINION



MACMAN TO THE RESCUE! BY MIKE SHIELDS

Well, it's been kinda quiet here at Huge this month, unless you wanna count the mandatory 8am bore 'em to death daily meetings, and the weekly 4 o'clock bore 'em to death meetings when all the techs are chomping at the bit to leave early. No real issues to talk about this month. It's still early to report on any problems with 7.5 Update 2.0, even though we have received Revision 2.0 just last week. Maybe next month...

On to the Questions!!!

Just read the newest issue of ATPM. Saw that you needed questions for your column (boy, are you gonna be sorry!). I have two.

1. My Apple Menu Options Control Panel is giving me a really hard time. I have reinstalled it three times, yet whenever I try to open it, my machine freezes up and I see that dreaded bomb! Any suggestions?
2. I want to buy a new Macintosh. I need something with a lot of HD space, a lot of RAM, a CD-ROM drive, a good-sized monitor and a decent-speed modem. I will be using it to a) surf the net, b) create web sites, c) do desktop publishing, and d) general stuff like writing letters, keeping track of my \$\$, etc. Any suggestions on what I should buy? Please include any additional equipment I should purchase for above tasks.

Thanks in advance for your assistance. I look forward to reading the next issue of ATPM.

Teresa Bettenhauser
teresahb@earthlink.net

Answer: You're welcome, Teresa. These are actually easy questions, and I like the fact that you thought I'd be able to help you. Your first question is the easiest. Here at Huge, I carry a floppy labeled 'All Purpose Utilities'. Among other things on it, is Apple Menu Options 1.0.2. Make sure that is the version you are installing. Also on this magic floppy, is a copy of both Hard Drive Setup utilities. You didn't mention whether or not you had a PowerMac, if you do, run Drive Setup 1.0.4 and update your hard disk driver. If you have a Quadra or less, run HD Setup 7.3.5 to update your driver. All of these utilities should be available at the Apple WebSite, or at an online service near you.

As for your second question, that's a little harder. From your specs, it looks like your doing heavy duty graphics work. Therefore, let me recommend the PowerMac 8500/132. It comes preloaded with 16 Mb of RAM, a 1 Gig HD, and a quad-speed CD-ROM drive. Memory prices are at a rock bottom right now, so I'd get an additional 32 Mb DIMM. If your budget cannot afford this, get a 7200/75. In either case, your monitor should be a Sony 17 inch. As for your modem choice, if your current modem is insufficient, I'd by the

Supra Express 28.8 for around \$150, at least out here. Now, if this doesn't get me a free modem from Supra having mentioned them twice, I don't know what will.

As for software, go with every Adobe product ever made. Well, you just need Illustrator and PageMill, but you get the drift. You might also wanna look into Acrobat. As for your money management issue, Quicken is by far and away ahead of everything else, as to make them not worth mentioning. Make sure you get the latest and greatest version, as they are now offering online banking. And our good buddy Bill, even though he doesn't know how to write software for the Mac, still puts out the best Word Processor, IMNERHO. Word 6.0.1 should be your drug of choice. [If you're not concerned with compatibility, Corel WordPerfect 3.5 offers most of the features of Word 6.0.1, with a better interface, and improved speed., IMHO. Ed.] I hope these suggestions help.

...

Do you know if it's possible to use a TV for a monitor with A Centris 660AV? I have VCR I could attach it to.

Bill Jagitsch
JAGIT@aol.com

Answer: This is an interesting question. My first quick response would be no. After thinking about it for awhile, I'd still have to say it can't be done. However, since you have an AV, what you might be able to do is hook your video-out to your VCR, and connect the TV to the VCR as normal. This might get you what you want. But if you want to hook straight to your TV, you'd need a hardware cable that will translate your output from the monitor hookup to RGB, and the TV would need to be able to take the RGB hookup from that same cable. Now that I've thoroughly confused you, there are hardware devices advertised in the back of the better Mac magazines, (MacUser, MacWorld, etc.) that may also solve your problem. [A good one to check out is the L-TV. Ed.] Good luck. This answer will self-destruct in 5 seconds...Hisss.....

...

For the past several months, every time I start up my computer I receive a message that reads "Desktop printers are disabled because the file Desktop PrintMonitor is not in the Extensions folder." I can't seem to find this file anywhere in my computer. Where can I find it? Also, whenever I try to print something on my StyleWriter II printer by accessing the "PrintMonitor," another message pops up on my screen that reads "The application 'unknown' has unexpectedly quit, because an error of type 1 occurred." I looked up using a program called "Easy Errors" that I downloaded from eWorld, and it said that an error of type 1 was some kind of "bus error". That didn't exactly help. Are these two problems connected? If so, what should I do? My computer is a Performa 6116 CD and is using System Software version 7.5.1. Please help!

AKFlipse@aol.com

Answer: Ok, back to the grind. To answer your second question first, yes, the problems are related. Why, just today, I solved a similar problem on a Quadra 610. What you'll need to do is reload your system software. Easy Install should take care of you. This should load the Desktop Printing Software. If this doesn't solve your problem, get Desktop Printing Software version 1.0.3 from an online service near you, and install that. Also, after you load it, you'll want to disable PrintMonitor with your Extensions Manager, as you now have this nifty little thing called a Desktop PrintMonitor. What this software should do, if you've installed it properly, is put a printer icon on your desktop, after you select your printer in The Chooser. After printing from any App, clicking on this icon will give you info on your print's progress.

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My wife and I have a PB 540 whose clock just won't stay set. We leave the batteries out of it, since mostly it sits on my wife's desk, plugged in. However, sometimes the plug gets knocked out or whatever, and then the correct time is lost.

It seems to me that there must be a small battery on the mother board that is pooped out and needs replacing, although I don't know why it isn't being recharged. I have tried zapping the PRAM with TechTool 1.0.9, and that didn't help.

Can you think of anything else I can try before taking the PB somewhere? Is getting into these things so difficult that I don't want to do it myself? (I've gotten into Performas, Centris' and SE/30s, but that's about it.)

I'd like to hear what you think.

Mike Cramer
cramer@nai.net

Answer: Well, I think, therefore I am. Seriously, you're right on the money when you say there is some sorta battery on the motherboard that needs replacing. If your PowerBook is still under warranty, just take it in to your friendly Mac Hardware Tech, and he'll do it for free. If not, than you're right, it's not that difficult to replace on your own. The problem is, I don't have the part number for the battery. I do know, however, that it is purchaseable at Radio Shack. If you get lucky, the guy behind the counter might know what you need. You could also call 1-800-SOS-APPL and get the part number from them. Good luck. This answer will also self destruct in 5 seconds...Hiss....

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Hi! I just read your article in ATPM and recognized your e-mail address as a Hughes Aircraft address. I recognized it as such because I also work at a Hughes facility- specifically DirecTV in Castle Rock, CO. I don't really have a question about the Mac for your column just yet — I just wanted to let you know that there is at least one other person in the company using a Mac! Of course, I use it only at home. You see, my site is completely Mac free. In fact, I only know of one other person at my site that has a Mac at

home. What a sad state of affairs! Oh well... <sigh> Keep up the good work at ATPM.

Dale Shera

DShera@aol.com or dshera@ccgate.hac.com

Answer: I just thought I'd put this one in to let all the readers out there know that there are other Mac owners that are also Huge afflicted that read ATPM. I guess this means I'm not alone. A tip o' the hat to Dale for being one of the ATPM faithful, and if he ever makes it out here, I'll buy him a drink. After he gets me an illegal satellite hookup.

More Begging and Pleading...

Well, that about does it for this month, thank you all for your questions, and allowing me to have a little fun at your expense. Next month, I promise to write some really scathing commentary. I just need a topic. Let my editors know. Also, I can always do another user question column, so feel free to write in with your questions to Mshields@ccgate.hac.com. I can answer them via e-mail right away, so don't be shy. I'll also put a few select ones in the next column. Good luck. This column will self destruct in 5 seconds....(My tribute to the Mission Impossible PowerBook ad, not the movie itself)

Oh, P.S. make sure to read my book reviews elsewhere this issue, and buy the books. That way, I can get more free stuff, a common theme here at ATPM.

Mike Shields is the Opinionated Associate Editor of ATPM. You can send your questions about Macintosh software and hardware to MShields@ccgate.hac.com.



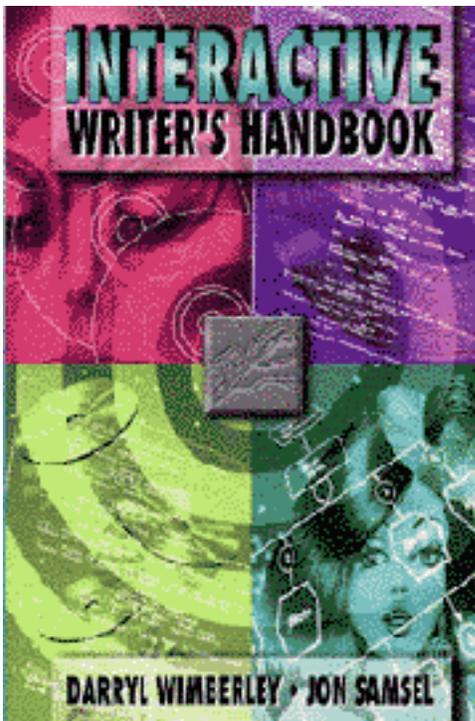
ABOUT THIS
STUFF
STUFF

REVIEWED BY MIKE SHIELDS, MShields@ccgate.hac.com

Interactive Writer's Handbook



by Darryl Wimberly & Jon Samsel
Published by The Carronade Group, \$24.95

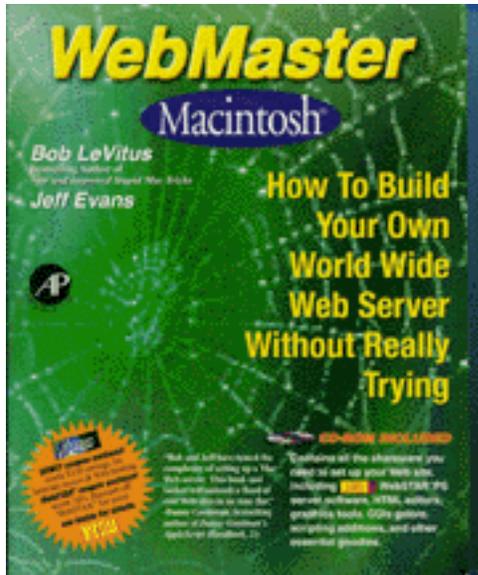


I wanted to like this book. It had the feel of the Syd Field book of its genre. In fact, it is, as there is really no one out there that compares. However, the editing and grammatical errors that have not been taken care of with any half-way spell-checker, took me out of the flow as I was getting into it. The high point of the book for me was the interview at the end of each chapter of people that have actually done it in the multimedia business, and their expertise. In fact, I'd like to work with only such these interviews. I progress. The Interactive Writer's Handbook does a good job laying down the basics of how to create a multimedia story. If you want to break into the multimedia world, this would be the place to start. Whereas interviews are an asset, they are also an expense, and as I've previously stated, I think there are really two books here. My definition of a story is what happens to characters that you care about, and this book doesn't do anything to forward the idea of creating those types of characters for an interactive game. There are excellent chapters on Story Structure, and Spine, however. So, for the novice, I recommend this book highly. Just don't let the spelling mistakes throw you off track.

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by Bob Levitus & Jeff Evans
Published by AP Professional, Price Unknown



With every book I receive for review (this is the second one), I randomly open it and start reading, just to see what I'm getting into. I turned to a page that had the heading, "Warning Will Robinson." I was reading the foreword to this book when Cordova almost made me go out and set up my own Web Server. And I'm glad that what this book instructs you to do. The chapters on HTML and CGI alone are worth the price of the book. In addition, you're also getting a CD-ROM that contains all the software talked about inside, including BBEdit, Star PS, formerly MacHTTP, the shareware utility available on the Internet. Even if you don't have a

CD-ROM drive, you should go out and buy yourself a copy if you're even remotely considering setting up a Web Server. The shareware and freeware on the CD-ROM are available on the Web, but unfortunately, you aren't really told where to point your browser to get them. However, there is an Appendix with e-mail addresses of the authors of most of the software. Don't let this stop you. After an introductory chapter about how big the Web is, the next chapter instructs you on how to set up your server. Of course, at this point, you may need to know what to put on your server, so the next chapter tells you everything you need to know about HTML, even if you're afraid to ask. After that is an explanation of how to make your server really cool, followed by the CGI chapter. Last but certainly not least, is a chapter full of "Interviews with the Gods," which is self explanatory. The subtitle of this book is, "How to Build Your Own World Wide Web Server Without Really Trying." If you have a serious interest in setting up a Web Server at either your home or office, I suggest you go to your nearest Super Crown, and ask for WebMaster MacIntosh.

Mike Shields is always happy to review your book, software, or hardware. Yes, he's begging for free stuff, and can be contacted at: MShields@ccgate.hac.com.





Cyberdog to the Rescue

Like most everyone, my Internet experience began with America Online or one of the other then-major online services. For me, this was the Spring of 1993. For two years AOL and I had a nice relationship. Part of my affection for the now #1 online service was because it had what I wanted: e-mail, software updates and fixes, and a good news search engine, among other things. I still like America Online and we still visit with each other quite often.

Over a two-year span, I had signed-on a few “friends” to AOL and accumulated what seemed like an inexhaustible amount of free time. Life was good, and there was no real reason to look elsewhere — until I met the WWW in all its raw charm and beauty. Within a couple weeks of heavy browsing I had burned through my store-house of free AOL hours and then some. I soon realized that the WWW would be, at least for a little while, one of the more stormy relationships I ever had — expensive, fickle, and often elusive when I wanted to connect on things that seemed important to me.

My first non-AOL internet access provider was a very short-lived and strained relationship. In a multi-platform world there can be problems. I spoke through a Mac, and my provider had trouble translating and understanding me. The next time around I purchased the aid of a good interpreter — The Apple Internet Connection Kit. No more three-version-old freeware, no more hours on the phone with technical assistance, no more scrounging the world for updates that would work with my PCI-based Power Mac — “I was set to surf.”

Today, I spend on average 3+ hours a day on the Internet. This includes web browsing, ftp activity, news searches, newsgroups, and e-mail for correspondence and from the Apple mailing lists to which I'm actively subscribed. In all this activity, and although Netscape Navigator is equipped to handle many of these tasks to some degree or another, I found myself switching between applications such as Claris EMailer, NewsWatcher, and Navigator out of personal preference for the way each application handled its primary task. This can be tiring and cumbersome so I'd been hoping for an all-in-one Internet application that would provide a solid “suite of services” for all of my different activities — enter Apple's Cyberdog to the rescue.

Cyberdog is based on the OpenDoc architecture (more on this a little later). What's most important to me is ease-of-use, functionality, and the ability to quickly move between activities without having to constantly open and close separate applications. As you can see from the picture of the Cyberdog Starting Point below, most Internet activities are easily started from this main document.



A simple click of the Explore button, and Cyberdog displays a sub-menu of links to several net directories and search engines. Clicking on the Notebook button displays Cyberdog's version of bookmarks which is easily expanded, and customized to personal taste and Internet-style. The left-side Discuss button is for newsgroups, the right-side Discuss button is for e-mail; Cyberdog e-mail is MIME compliant.

From the Cyberdog menu at the top of the screen one can scroll down to "Connect To..." which has vertical menu from which to choose ftp, gopher, URLs, e-mail, etc. Each of these options has an easy-to-use graphical interface that makes any of the functions mentioned more convenient to access and use.

As a creature of habit I at first found myself starting my Internet sessions with Navigator for browsing and then switching to Cyberdog. Over the several months of heavy activity, my Navigator bookmarks looked like the draft mark-up to the index revisions of a world almanac after the fall of the Iron Curtain: full of entries, no longer sure where many of them belonged, some had been renamed and a few of them no longer existed. As a temporary cosmetic fix, I very quickly began copying the URLs of my favorite sites to my Cyberdog Notebook. After just a little while, I had become so comfortable with Cyberdog that I now use it quite frequently for my web browsing and quite extensively for Internet sessions when I'm planning to do more than one Internet-related activity.

The Cyberdog 1.0 release is not intended to compete commercially with Navigator or Internet Explorer. At the time of this writing, Cyberdog neither supports Navigator plug-ins nor does it currently have available equivalents that provide the same features. The 1.0 version of Cyberdog also does not support Java. However, Apple and outside developers are working on enhancements. What's most important isn't necessarily just where Cyberdog is today, but where — once fully "unleashed" — it will lead us in the

future.

As I mentioned earlier, Cyberdog is based on the OpenDoc architecture. This is not only worthy of some explanation it is in fact very difficult to discuss Cyberdog without looking at its underlying concept. OpenDoc is designed as an architecture for multi-platform “component” software. Simply put, users will be able to mix OpenDoc components or “parts” such as text, graphics, and video into a single OpenDoc document. Again, because OpenDoc is component software, developers will be able to use common raw components or “building blocks” in many different OpenDoc-based software solutions. The Cyberdog Starting Point pictured above is an OpenDoc “container” document. This means that it contains the OpenDoc parts necessary to allow users to perform certain functions such as web browsing, e-mail, newsgroups, etc.

The OpenDoc architecture should reduce the future need, in many instances, for ever larger stand-alone applications. Applications based on OpenDoc will be effective not only when different parts are used together for very particular purposes, but also when different parts are used to expand the functionality of documents and software solutions. Cyberdog is an very good example of OpenDoc parts combined for a particular purpose. In the case of Cyberdog, that purpose is helping us get the most from the Internet. Conversely, Cyberdog or its some of its parts could be contained in another OpenDoc document, adding an Internet-savvy component to a wide variety of documents and user projects.

For illustration purposes, another use of OpenDoc parts working together in a container document would be, for example, in business or school work. Instructors or managers could prepare uneditable text with one OpenDoc part, provide a notepad for comments, feedback or students reports in another “part” and have live URL links to related topics or references in still another OpenDoc part, all bound together in a single container document. The uses of this component architecture are almost limitless. In the not-too-distant future, instead of purchasing large stand-alone applications, you may simply purchase additional OpenDoc parts that will provide the same functions and uses. You may also be purchasing a variety of cross-platform parts from many different developers.

For those of you who may think this sounds a lot like Java, well, it is and it isn't. While the overall concept of “applets” and “parts” may be similar, OpenDoc is a component architecture which allows for parts to be written in any language, including Java. In fact, Java Applets will be able to be imbedded in OpenDoc container applications.

Does all this still sound a bit confusing? Trust me. Very soon it won't be. In the very near future, OpenDoc will be explaining itself quite nicely. The next version of ClarisWorks will ship as an OpenDoc “container” application which will allow ClarisWorks users to create OpenDoc container documents and to imbed OpenDoc parts in ClarisWorks documents. This will add an exciting new dimension to the program, and increase the functionality of an already versatile application.

For me, I like the way Cyberdog works and plays. Although at this time the little puppy is a wee bit too much of a RAM eater, I expect it to consume less and do more as it grows up. For somebody like me that's been known to lose my car in shopping mall parking lots, the all-in-one Internet features of Cyberdog keep me from losing my mind as I move from activity to activity on the Internet. And, I'm intrigued by what's planned for OpenDoc and its component architecture.

I know that learning about Cyberdog and OpenDoc from this or any article is like learning about driving from a brochure at the Department of Motor Vehicles. You really don't learn much until you take the vehicle for a drive for the first time...without an instructor. My advise here: leave the instructor behind and put the pedal to the metal. Or, more precisely, take this Cyberdog for a healthy walk. You don't know where in the world it may lead. It's time to "unleash" the power of this puppy on your Mac.

Cyberdog is available for free downloading at: <http://cyberdog.apple.com/>

Robert Paul Leitao is a regular columnist and editor for ATPM, and reviews what he owns on the side.



ABOUT THIS
STUFF
STUFF

REVIEWED BY ROBERT MADILL, [click here for more](#)



The Palace & Its Paintings CD-ROM

Requirements: LC II and higher
3.5 MB RAM available for application
System 7 or higher
CD-ROM Drive & 13" or larger color monitor

Available on CD-ROM for Macintosh (or Windows)

Distributed by BMG Interactive Entertainment (212)930-4000

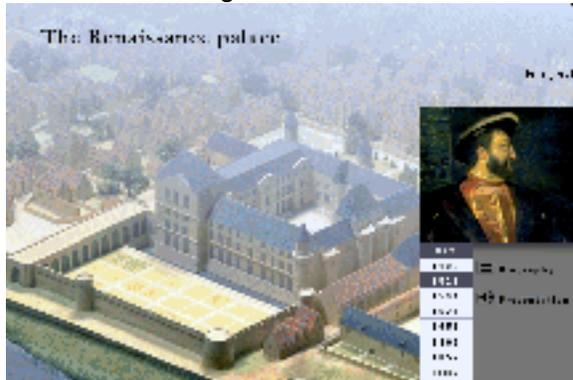
\$49.95/\$38 estimated street price

My choice was about to become abundantly clear. I had phoned Hyacinth, my travel agent, and she left me with the following information: Return Airfare from Toronto, Canada to Paris, France - \$819 (Canadian), one week in a four-star hotel - \$1,428, entrance fees to the Louvre Museum - \$100. The total cost was approximately - \$2,347. A quick check with the accountant, my wife Georgia, left me with little doubt. There would be no air journey leading to daytime museum trips and certainly no wild Parisian night life. I would be purchasing the CD-ROM "Le Louvre, The Palace & its Paintings" as its price was within my limited budget!

"Le Louvre..." is a deceptive multimedia CD-ROM adventure. The initial interface screen offers the user the option of examining either the architectural development of "The Palace" or the artistic creations contained within "The Collection." In actuality, the two initial contexts end up interweaving in a rather complex and sophisticated manner. As you follow any of the particular path choices, you will find that your level of exploration can range from either viewing a painting directly, viewing the paintings position within the installation room, or viewing the painting within the context of the Museum in its entirety. Each move throughout this well choreographed production is accompanied by an appropriate musical selection associated with the character of the period and the cultural background of the art selection.

"The Palace" path documents the evolution of the building from its days as a fortress

in the early 12th Century through its transformation into a residence for Royalty and to its final conversion to a complete museum in 1993. Each of the eight evolutionary architectural stages allow for four interrelated approaches to exploration. An

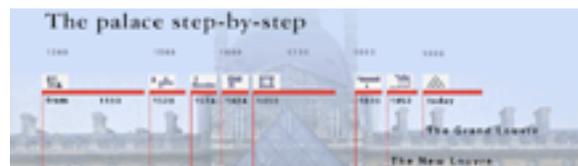


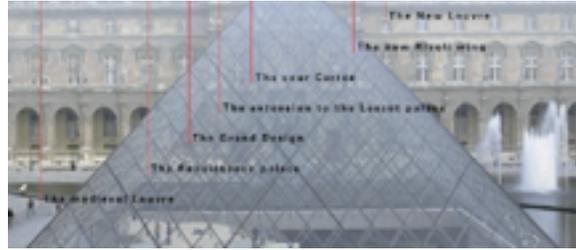
selection offers a rendered view of the building at each evolutionary stage with a narrated explanation of the use, changes and events involved in the planning and construction of the palace. As the user moves from the initial selection, which simply indicates where you are with respect to the 'finished' plan, to "Key locations" which build upon these previous two

selections by indicating the rooms and locations of interest within that evolutionary stage. Don't give up yet! At this level you are offered a series of 'thumbnail' photographic images or paintings which enlarge to full screen, high quality images with accompanying narration of the significance of each particular space.

At this point, I was reminded of my experience with "The Journeyman Project 2 - Buried In Time™". Yes, even educators mess about with those sorts of 'projects'! Not only is there a news announcement of an auction at the Louvre Art Museum in that CD game by Presto Studios, but the assistance of Arthur, the artificial intelligence (read 'Cheat' for old timers!), gives an interesting historical narration of French mediaeval history as your player moves through Chateau Gaillard. Once you play the game you might better appreciate a tour through real history in "Le Louvre" and gain more appreciation for the research that goes into a project like BIT. The final selection, "History," is a brief textual summary of the stage.

I was disappointed that the reading did not include a bibliography of suggested readings and that the text could not be copied or printed. The text sections throughout the entire CD do make use of minimal hypertext links to a few definitions and to most of the personalities mentioned in the histories. To an extent, the biographies of the patrons, collectors and architects involved in the evolution of the Louvre become an interesting third level of study buried underneath "The Palace" and "The Collection." Their stories lend some credibility to the concept of 'palace intrigue' and to the clashes of artistic taste and personalities which Hollywood movies have encouraged us to believe existed in France. When you view the portraits of the characters involved either directly or behind the scenes, examine their facial expressions, poses and fashions. It is not hard to believe that you are being given just a hint of a magnificent soap opera that would put television's "Dynasty" or "Melrose Place" to shame! (But then that's not difficult. Is it?) The 'conclusion' of "The Palace" offers the viewer a very sharp contrast between the initial stone Castle of the Middle Ages and the diamond-shaped glass panels of the Pyramid-shaped structure designed by the Chinese architect, I. M. Pei. At this stage, you are offered a complete overview of the site with some fabulous interior and exterior views narrated in a manner which makes the educational experience of the CD so positive.



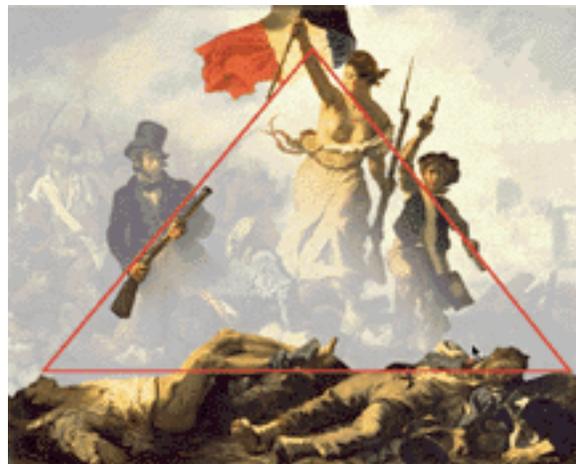


“The Collection,” on disk, consists of a selection of approximately 100 paintings from the Museum’s holdings of over 6,000 works. You may wonder what happened to the other 5,000 plus images? Well, the total CD-ROM experience is contained in 628.4 MB on the disk. There’s just no more room! Besides, after viewing the CD’s offerings of works of art you’ll want to start saving for the airfare and hotel in order to see all the originals. Within the period ranging from the early 1300’s to the middle of the 19th Century, the French and Italian Schools of painting are best represented, and complimented by a brief look at works from Holland, Flanders, Germany and England. In a manner of navigation similar to that used for “The Palace,” a click on any of the ‘Schools’ generates a narration concerning that section, a “History” button which reveals a written summary and expansion on the narrated commentary. Additionally, the major “Collector” and his biography is part of the third level of interest as previously mentioned. Clicking a ‘thumbnail’ of the painting you wish to examine from the interface screen generates a high quality, full screen image complete with relevant narration concerning the style, artist, period, and so forth. The “Biography” of the artist, often with his portrait, has an end list of other works, not illustrated on this CD, that the Museum has by that person. Those with an art history background can play a minor game of deciding whether or not you would rather have seen another choice to be illustrated rather than that selected for the final production. The range of button choices allowing

for further analysis of each painting is quite satisfying. You can view the work against a wall scale to get a feeling for its relationship to human scale. It is often possible to view the work in its interior setting through architectural photographs. A “Timeline” choice allows one to place the individual painting in an historic and chronological sequence.



Saving the best for last, the “Composition” button returns the viewer to the full screen image where voice over narration accompanies the graphic overlays which demonstrate design elements. The “Zoom” button (my favourite) takes one through a series of narrated ‘clips’ of the symbolic significance of enlarged details of the image. What excursion into the art field would be complete without a ‘gossip’ button? Well, in a sophisticated manner the “Apropos” button will occasionally offer an interesting tidbit of ‘information’; not quite ‘National Enquirer’ material, but sometimes quite intriguing.



I found an interesting



to a Mac CD-ROM that must have in their library: by Broderbund and Cyan©. If you have played this sumptuously produced CD-ROM, you may remember that in the 'Magical Age' SIRRUS's Room had a wall covered with magnificent works of art. It is not surprising that a painting by J. D. Ingres would have made the lad had made off with several pieces from the Louvre! Congratulations to the Miller brothers for having an interest in the arts! Maybe some of you players of Myst will want to take a peak at "Le Louvre" once you realize the connections between the two productions.

"Le Louvre" is not without some flaws. At various points, it is not possible to listen to the narration a second time without restarting the entire program from scratch. This is unfortunate in instances where there is just one minor fact or feature you wanted to hear once more for reference purposes. On occasion, selecting the "Room" view in order to see the painting in its setting leaves one squinting at the photography in an attempt to decipher which of ten or twelve small fuzzy framed images on the wall you are looking for. At one point, I even managed to 'invoke' a text component written completely in French! (Opps, back to grade twelve for a language refresher course.) For those who might wish to listen to the beautiful musical selections in their entirety, there is no documentation allowing you to track the piece down. The navigation can sometimes become unwieldy, forcing you to retrace your steps through several levels of information to reach the spot you really want.

Although the Curators of the National Gallery in London, England might contest the assertion made by the producers of "Le Louvre" that their site is the "greatest museum" in the world, that contest would be a close call. (In 1993 Microsoft® produced a CD-ROM entitled "Microsoft® Art Gallery" documenting the art collection of the National Gallery with works ranging from da Vinci to van Gogh with a similar claim of art world importance.) After viewing the entire production of "Le Louvre," I must say that an extremely 'artful' use of Macromedia™ software has been used in the production of this spectacular educational offering by Montparnasse Multimédia. "Le Louvre" will please art lovers and perhaps even win over a few people who don't always find art to be accessible in a comfortable fashion.

...

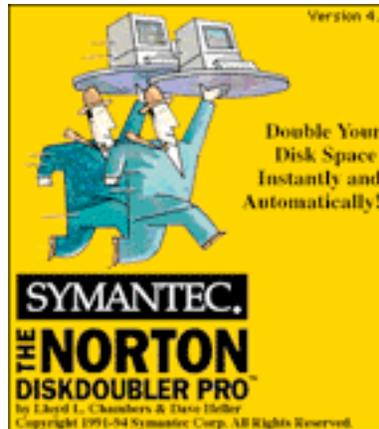
You may also wish to check out the Louvre Web Site - <http://www.Louvre.fr/>

This review is © 1996 by Robert C. Madill, rmadill@cc.umanitoba.ca.



ABOUT THIS STUFF STUFF

REVIEWED BY MICHAEL TSAI, mjt@sover.net



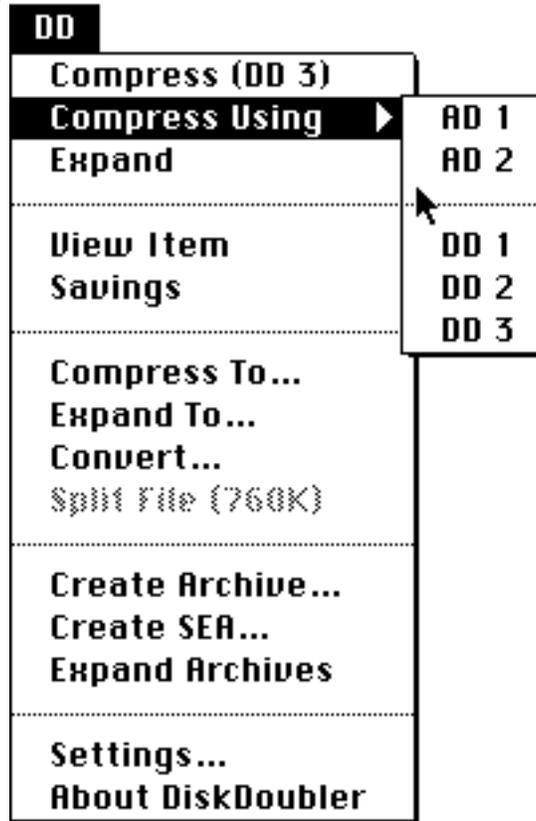
Norton DiskDoubler Pro 1.1

Last month I reviewed Aladdin System's Stuffit Deluxe package, and in the review, I made some comparisons to Symantec's Norton DiskDoubler Pro. I thought that it would be only fair to give this product the space that it deserves. Like Aladdin, Symantec has created a compression bundle of what used to be distinct products, although the Symantec package is significantly more versatile. In this case, the components are AutoDoubler, DiskDoubler, and CopyDoubler. AutoDoubler is an idle time compression program similar in intent to Stuffit SpaceSaver. DiskDoubler is an archive compression program similar to StuffitDeluxe. CopyDoubler is a batch copy accelerator and scheduler, similar to the SpeedCopy component of Connectix's SpeedDoubler. These products are at least as featured as their nearest competitors, so even if you already own a compression packages, read on.

DiskDoubler

DiskDoubler is very similar to StuffitDeluxe, but it has several important differences. It allows you to select which compression method you would like to use. You can choose between AD 1, AD 2, DD 1, DD 2, and DD 3. Higher numbered methods take longer to compress files, but save more space. The first two are methods that AutoDoubler can read, and are the fastest. On a PowerMac, expansion of these two methods is almost instantaneous. However, they only reduce the size of files by about 35%. The DD methods are significantly slower than the AD methods for both compression and expansion, though the higher numbered methods do not take longer to expand than the lower numbered ones. The first DD method is roughly equivalent to Stuffit Deluxe, both in terms of speed and of savings. DD3 is the tightest compressor that I have used, usually saving a few percent more than StuffitDeluxe. However, it is much slower, taking as much as twice as long as Stuffit to compress files.

There are two ways for the user to interact with DiskDoublerr: Through the "DD" menu that is added to the Finder (see below), and through the actual application. Unlike Stuffit, although tasks can be queued in the Finder, all the processing is done within the DiskDoublerr application. This slows down response time because the application has to launch, but also frees up the Finder for other tasks.



Also unlike Stuffit, DiskDoublerr is not known for its elegant interface. Although it was the first compression product to allow the user to drag files into and out of archive windows, it only supports archive windows within the DiskDoublerr application. And if you want to drag files from Finder windows, you have to open up the corresponding windows in the DiskDoublerr application, and drag from within it. Now that Stuffit Deluxe offers True Finder Integration, it is hardly worth using the archival capabilities of Norton DiskDoublerr Pro unless you are in a situation in which every last kilobyte counts. The only other real advantage that DiskDoublerr has is its ability to queue jobs. This is something that I'd like to see in Stuffit Deluxe, and is very useful, especially when you want to compress or expand a large group of files.

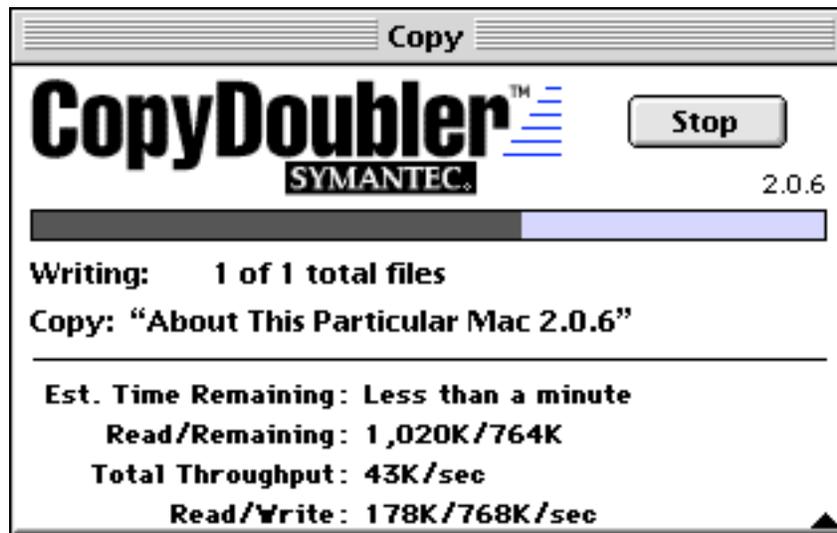
Files can be expanded with the freely distributable DDEExpand application, but unlike Stuffit Expander, not many people have this, so it is safer to make archives self-expanding.

CopyDoublerr

CopyDoublerr speeds up Finder copies by making more efficient use of system memory and processor time. Its main utility though, is its ability to place copies in the background, and

to queue multiple copies. Both features are better implemented than in its nearest competitor, Connectix's SpeedCopy. Most of the time, background copies don't slow down the computer much, and queuing copies, rather than processing them all at once as with SpeedCopy, seems to make them proceed faster and use less screen space.

As you can see below, CopyDoublerr also gives statistics about the throughput of the copy, and the estimated time remaining, which is generally very accurate.



Unfortunately, the top portion of the collapsible CopyDoublerr window is mostly taken over by the CopyDoublerr graphic. No matter what size monitor you have, screen real estate is important. If the size of the dialog bothers you as much as it bothers me, you can rearrange it a little in ResEdit, and remove the space-consuming graphic.

CopyDoublerr also allows the user control write verification with copies from different types of media, and can even play sounds to alert the user of a completed copy. One of its most useful features is the ability to schedule copies to occur at specific times. This is especially useful for automatic, no-frills backups.

Furthermore, CopyDoublerr is integrated with AutoDoublerr, and can compress and expand files that it is copying, according to the user's preference.

AutoDoublerr

AutoDoublerr can automatically compress all the files on your hard drive, except those in the System Folder, reducing them to about 50% to 70% of their original size. You can manually compress control panels and extensions in the System Folder with the AutoDoublerr Internal Compressor, and can exclude certain folder, disks, and labels from automatic compression.

What makes AutoDoublerr unique, is its transparentness. It is by far the best in its category in terms of speed. On 680x0 Macintoshes, applications seem a little sluggish when launching, but after that run normally. On a PowerMac, there is virtually no difference in speed between compressed and uncompressed files.

AutoDoubler achieves this magnificent speed by expanding only the portions of files that it needs. Unlike Stuffit SpaceSaver, it doesn't expand files to disk, but instead expands them, a piece at a time, to RAM. This prevents the hard disk from becoming fragmented, and improves performance. In addition, the user can select the size of the RAM cache, thereby increasing performance at the cost of memory.

Final Words

The product that we now know as Norton DiskDoubler Pro has evolved over the years. Once owned by Salient Software, it was known simply as DiskDoubler. Then it was acquired by Fifth Generation who released version 4.0 and combined AutoDoubler, CopyDoubler, and DiskDoubler into one complete package called SuperDoubler. More recently, Fifth Generation was acquired by Symantec who renamed it Norton DiskDoubler Pro, reduced the version number to 1.1, and made it PowerPC native.

Unfortunately, as Symantec acquired companies such as Peter Norton Computing, THINK, and Fifth Generation, their products' evolutionary cycles seemed to slow down. Norton DiskDoubler Pro, (which as far as I know had nothing to do with Peter Norton) has not been updated in well over a year, although two compatibility patches have been released for CopyDoubler. If Symantec does not come out with a new version soon, the DiskDoubler component, already considered non-standard, will be completely eclipsed by Aladdin's StuffitDeluxe.

The CopyDoubler and AutoDoubler components are still the best in their fields, and they alone can justify buying the complete package. Although, since the prices of hard disks has dropped so dramatically in the past year, the AutoDoubler component is no longer as necessary as it once was, but the extra space that it creates is always welcome. Despite the weakness of the DiskDoubler component, Norton DiskDoubler Pro is a useful utility package, well worth looking into if you are seeking background Finder copying, or extra storage space.

Michael Tsai is the Associate Editor for Reviews at ATPM. You can send any comments you have about this review to him at ATPMReview@aol.com.





SimpleCard - Simply Phenomenal

Every once in a while a new computer program comes along that changes everything. SimpleCard, a color shareware multimedia program for the Macintosh, has the potential for turning things completely upside down.

Created in 1995 by Niklas Frykholm, a whiz college student from Sweden, SimpleCard allows any System 7 Mac user to inexpensively create presentations, "stacks," that mix graphics, text, and recorded sound. Loosely modeled on Apple's own HyperCard program, SimpleCard allows for the creation of buttons that can link from card to card, and from stack to stack.

On first appearance, SimpleCard's power may not jump out at you. But SimpleCard's lean menus conceal the program's true power. SimpleCard allows you to present whatever pictures, sounds, and words you wish to combine together. The pictures could be photos, maps, illustrations, diagrams, or whimsical doodles. The sounds could be recorded voice, music, or other sound effects. And the words can be any words that spring to mind.

In some ways SimpleCard reminds me of the wildly popular HyperStudio program, a commercial multimedia construction kit that is enthusiastically used in schools around the country. Unlike HyperStudio, SimpleCard provides no screen wipes, no QuickTime capability, and few of the other enhancements that make HyperStudio so popular. But SimpleCard's stark simplicity is also its great strength. Unlike other multimedia construction programs, SimpleCard forces you to concentrate on content since it offers few of the extra bells and whistles of other programs.

How do you create stacks with SimpleCard? Since the program contains no drawing tools (or text tools) of its own, you need to create the cards of your stacks in a separate program, and then copy-and-paste them into SimpleCard.

The program I find most useful for assembling cards for my SimpleCard stacks is ClarisWorks, specifically the draw program in ClarisWorks. ClarisWorks is a program that ships for free with every Performa computer sold. There are literally several million copies of ClarisWorks in use today. (Possibly upwards of 8 to 10 million copies of the program in use.)

The ClarisWorks draw program allows you to easily manipulate draw objects on your screen. The draw objects can be circles, squares, ovals, rectangles, and lines from the ClarisWorks program itself. The objects in a draw program can also be scanned photographs, maps, or any other graphics object.

Draw objects can also be large background colors, giving you the capability of defining the background color of the cards in your SimpleCard stacks. ClarisWorks also gives you the choice of choosing text colors, and the background colors for text objects, allowing for color text boxes to appear in your SimpleCard stacks.

Used together, ClarisWorks and SimpleCard are potent storytelling tools. For the grand sum of \$5 (the requested shareware fee for SimpleCard), about 10 million Macintosh users can become stack producers, multimedia documentary producers, and electronic storytellers.

Incidentally, ClarisWorks is not the only program from which you can copy-and-paste graphics from. You can copy-and-paste graphics and text from any Macintosh graphics program. Macromedia Freehand, Adobe Illustrator, Adobe Photoshop, and any other program that manipulates Mac graphics can serve as building tools for SimpleCard stacks.

How do you link two cards in SimpleCard? The process is simplicity itself. While holding down the command key and dragging the mouse diagonally across the screen, you can indicate any size rectangular area as a button. When you release the mouse, SimpleCard prompts you to tell it the name (or number) of the card you want to link to.

Within four or five seconds you can link any two cards. Linking stacks (for larger multimedia presentations) can be accomplished with just a few extra steps.

The power of SimpleCard became clear to me last week when I had the chance to create a freeware multimedia documentary about the life and work of Margie Wilber, an inspiring Washington DC resident who has been a tireless youth advocate for over 30 years. Combining scanned photographs, scrapbook writings, and recorded voice into single stack gave me a renewed appreciation of the kinds of stories that can be told using SimpleCard.

After all, human beings are storytelling animals. And there are so many important stories in our world that remain to be told.

To help others learn about the potential uses of SimpleCard, a friend and I recently created a seventy minute freeware videotape titled, "SimpleCard Explained." This video may be obtained for \$6 (including postage), from the address below. In the spirit of sharing, the video itself may be freely reproduced.

To help celebrate SimpleCard creations, I've set up a SimpleCard Fan Club home page as part of my own web page. The SimpleCard Fan Club home page will have links to some of the best SimpleCard stacks on the web (and within Macintosh ftp file sites on the Internet).

Grateful Thanks

Grateful thanks are owed to Niklas Frykholm, who has also created a bunch of other excellent Mac shareware. (You can visit his home page on the web to learn about his latest creative programming work.) Thanks are owed to my good friend Ron Evry (pronounced "Eevry") who casually suggested last month, "Phil, you ought to take a look at SimpleCard sometime." Ron is one of the most creative people around, always coming up with imaginative ways of using software and the net.

A very big thanks is owed to Jennifer Elsea, the person who made the freeware SimpleCard Explained video happen. When I suggested the project to her three weeks ago, she cheerfully chimed in, "Sure. Let's do it."

Where to Get Copies of SimpleCard

A copy of SimpleCard comes with the freeware "SimpleCard Explained" video I'm distributing. You can also download SimpleCard from America Online and various places on the web. (To download from America Online, use the keyword "QuickFinder" to get to the Mac file libraries. Then just search for "SimpleCard" (without the quotes).)

Technical Characteristics of SimpleCard

This article would not be complete without a brief summary of the technical characteristics of SimpleCard. The SimpleCard program itself is about 50 kilobytes in size. Accompanying the program is an explanatory stack, SimpleGuide, which is 50 kilobytes in size, too. You can copy SimpleCard and SimpleGuide onto a high density floppy disk and still have over a megabyte of free space for your own stack(s). And for a reason I haven't quite figured out yet, some SimpleCard stacks can be compressed as if they were loose bundles of feathers. One 400 kilobyte stack I created was compressed to 20 kilobytes by Stuffit Lite.

I can't wait to see what other people will make with SimpleCard. This is a program that offers wide open possibilities.

If you've made some high quality SimpleCard stacks, I'd love to see them. Please do not send them as attached files to e-mail. I much prefer receiving stacks on disk, via regular postal "snail mail." Please remember to include your e-mail address somewhere within the stack (preferably on the title card).

To see a list of the freeware SimpleCard stacks I've uploaded to AOL, you can search the Mac file libraries using my user name, "pshapiro." To get to the Mac file libraries search screen on AOL, use the keyword "QuickFinder"

You can also find copies of the SimpleCard stacks I've made in the education folder of the Info-Mac archives. Also, it's quite conceivable that the Info-Mac administrators might create a separate folder for SimpleCard, within the education folder of Info-Mac, if they get enough SimpleCard stack submissions.

Phil Shapiro is a freelance writer. Reviewing in ATPM is open to anyone, if you've got it, you can review it! Let us know you're interested at ATPMReview@aol.com, we'll get back to you!



Guidelines

This chapter is the place to turn when you have a question about ATPM. Need to know where to write? Turn to the Guidelines. Need to know how to subscribe or unsubscribe? Turn to the Guidelines. You have this great story for ATPM, but you don't know where to send it? Turn to the Guidelines. If it's not here, you can always get in touch with us at ATPMEditor@aol.com and we'll do our best to help you.

A little bit about ATPM's Mission

Yeah, yeah, yeah. Sounds like we're a bit too big for our sneakers, no? What do we mean, our mission? Well, the way we envision ATPM, it's a place where you can find stories and tips and reviews and stuff that'll help you enjoy your Macintosh. Our tag line says, "About the **personal** computing experience." And that's what we believe the Macintosh is: the most personal of personal computers.

ATPM is about celebrating that, and about sharing just how cool your Mac is with the world of Macintosh users, 58 million strong, according to Apple.

ATPM doesn't make a profit. Yes, we're trying to get some sponsorship, but it's only to pay the bills. Maybe, at some point, we'll try to make some kind of profit, but for now, we're just a little operation out to show the world how cool our computers can be. And we want you to help us. We want you to write to us, with stories, anecdotes, jokes, horrific tales... anything to do with your particular Macintosh. You'll find our writer's guidelines below. Oh, and thanks for reading ATPM.

We want to hear from you!

ATPM is only as interesting as the sum of its parts, and the bulk of interesting Mac stories are still out there. Here at the magazine we have a number of ways you can contribute, and we'd love to have you join us for an issue. See if anything in the list below sparks your interest, and if it does, let us know!

Cover Art: We are proud to display new, original cover art every month. It's one of our most successful sections, and we want to keep it that way. If you're a Macintosh artist and you'd like to do a cover for us, all you have to do is ask. As soon as we have a topic, we'll let you know, and then it's all up to you. Covers are not paid, but we do mention the artist

and offer space for your own plug, with an e-mail address, or a web page, or whatever you care to add. Write to: ATPMEditor@aol.com

eMail: Got a comment, a question, or a dig? We publish the most interesting e-mail every month, and would love to have yours. Send it to: ATPMEditor@aol.com

Tech Help: Got a technical question for us? Need some help with something crashing on your Mac? This is all too familiar a problem for Mac users, and we only want to make it easier. Send your problem to Macman! at MShields@ccgate.hac.com

Segments: Slices from the Macintosh Life: This is one of our most successful spaces, we think of it as a guest column. This is where we put your stories, your opinions, your pictures, your kid's MacPaint composition... this is your space. If you want to share something about how much you love your Mac, this is where you can see it published. We really want to hear from you. Send it to ATPMOpEd@aol.com

Shareware Reviews: Is there a piece of shareware you absolutely love? Something you can't live without? Something you think everyone should have on their computer? Let us know! Write up a short review for our "What to Download" section, it doesn't have to be more than a paragraph, or two at most. This is probably the easiest way to help us out. Send your reviews to ATPMReview@aol.com

Hardware and Software Reviews: We also publish full-blown "reviews" of hardware and software products. But we don't want hard nuts & bolts reviews. We want to know what you think about your stuff. We want to know how you use it, if it's useful to you, and what your problems have been. Would you buy it again? Would you let your mother buy it? If you want to write a review, talk to our reviews editor at ATPMReview@aol.com, and he'll get you squared away.

Wishful Thinking: This section appeared in one issue this year, and has been silent since then. In Wishful Thinking we have a space for Mac enthusiasts who know exactly what Apple's advertising *should* be. Did you come up with a great advertising tag line? Have you had a Mac campaign stewing in the back of your mind for a year now? Send your ideas, or your art, to ATPMEditor@aol.com

If all else fails, you can always get a hold of us at ATPMEditor@aol.com.



Next Time

Next month, we will bring you are Independence issue, celebrating the uniqueness of our publication. We'll bring you the usual columns, along with a Segments piece. We'll also bring you product reviews and our new shareware reviews section. Until then, write for ATPM! Check out the Guidelines!

